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TITLE

HIGH SPEED EXECUTIVE
FOR THE PDP-8, PDP-8/I

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SOURCE LANGUAGE

DECUS

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HIGH SPEED EXECUTIVE FOR THE PDP-8, PDP-8/I

DECUS Program Library Write-up

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There has arisen a need, both in programs being written at the moment and in future programs, for a high speed interrupt executive.

A high speed interrupt executive (HSIE) is a routine that will handle the priority scheduling of a number of different I/O devices.

Basically, the function to be performed by an interrupt executive are:

- (a) Determine which device is interrupting.
- (b) Determine the priority of the interrupting device.
- (c) Check to see if machine was servicing an interrupt previously to the current interrupt.
- (d) If machine was not servicing an interrupt before the current interrupt, hand control over to the service routine that services the current interrupting device.
- (e) If the machine was servicing an interrupt prior to the current interrupt determine whether the priority of the current interrupting device is higher than the other device previously being serviced.
- (f) If the priority of the current interrupting device is higher than the device previously being serviced, save the contents of the registers (AC, LK, MQ, PC and priority level). Then branch to the routine which will service the current interrupting device.
- (g) If the priority of the current interrupting device is lower than the device previously being serviced, queue the current device and clear its flag. Then resume servicing the higher priority device.
- (h) After completion of a service routine, restore the status of the machine to its state prior to that interrupt.

- (i) Check the queue to see if any device is waiting to be serviced.
- (j) If no devices are queued, resume operation under the present status.
- (k) If there are devices waiting in the queue, check the priority of the highest device waiting against the present priority status of the machine.
- (l) If the priority of the queued device is less than the priority of the present status, resume operation under the present status.
- (m) If the priority of the queued device is greater than the priority of the present status, save the contents of registers. Then branch to the routine which will handle the queued device.

The routine available at the moment (HSIE I) for interrupt scheduling will handle a maximum of twelve devices. The number and type of devices which are scheduled is decided upon by the user, also the priority of these devices is assigned by the user.

HSIE I requires three memory pages and can be loaded in any of three pages the user decides, except the first and last memory pages which are required for special purposes.

Since these routines are designed to be as flexible as possible a certain amount of data is required from the user about his program and where certain parts of his program are stored.

The initial set up procedures for the use of these routines are as follows:

- (a) At the beginning of the user's actual program the locations called PSTW, QUEUE and PROHIB must be cleared. The user must declare the location PROHIB on page 0.
- (b) When an interrupt occurs and control is passed to location 0001 with the PC stored in location 0000 there must be an instruction to jump to a location called FIND. This may be done by the following:

```
*1
      JMP I .+1
      FIND
```

- (c) After each of the users (or systems) interrupt service routines have completed servicing an interrupt for their particular I/O devices a jump to a location called RESTART must be executed.
- (d) The coded instruction in HSIE that tests the flags from the I/O devices have been coded as SKP x where x is a hexadecimal number from 1 through to 12 designating priority. The user must explicitly define these symbolic instructions according to the machine instructions required for the I/O device of that particular priority he is using. Any SKP x instructions that are not being used must be assigned the value of 7000₈.

If a user wrote a program employing four interruptable I/O devices, eg. DEC TAPE, Pencil Follower, Keyboard and Teletype, these SKP x instructions would appear as:

SKP 1 = 6771 (DTSF)
 SKP 2 = 6131 (SPF)
 SKP 3 = 6031 (KSF)
 SKP 4 = 6041 (TSF)
 SKP 5 = 7000 (NOP)

SKP C = 7000

The user will have to prepare the tape containing the above data himself and insert it into the assembler before the HSIE routines.

- (e) For each I/O device the user must have a service routine, the entry point of which must be known. These entry points, absolute addresses or addresses of instructions which enable entry to these service routines, must also be supplied to HSIE. This is done by inserting the appropriate addresses, in descending order of the priority of the device their routines service, in a table called NPSW.

Referring back to (d), if the user had placed his DEC TAPE routines on Page 10, Pencil Follower routines on Page 11, Keyboard routines on Page 12, and Teleprinter on Page 13, the NPSW table would be as follows:

<u>Page 0</u>	NPSW, DECTAP
DECTAP, JMP 1 DTLOC	2200
DTLOC, 0/actual address of service routine	2400
	2600

- (f) If an interrupt occurs from a device during the servicing of an interrupt for a higher priority device, that current interrupt must be held (queued) and its flag cleared. This means that the user must supply the instruction to clear the flags of his I/O devices. These instructions are stored in a table called FLAGOFF in descending order of priority for the device they are associated with. If a device requires more than one instruction to clear its flag, eg. the Pencil Follower, the user will have to write a subroutine to clear it. Then place a JMS to this subroutine in the FLAGOFF table. The instructions from this table are pulled out and located elsewhere before they are executed, therefore any subroutine to clear flags must be located on page 0.

Interrupt Prohibition

There is a feature written into HSIE where a user may prohibit certain interrupts at certain times. The number of prohibited interrupts and the number and length of times they are prohibited is completely variable. Therefore, a user may have all levels of interrupts prohibited throughout the whole duration of his program, and this will have the effect of blanking out HSIE altogether.

To use the interrupt prohibition feature the users merely sets a bit "on" in location PROHIB to prohibit interrupts for a particular level, then clears that bit to allow interrupts again on that level. Each bit in PROHIB is assigned to a particular priority level, with the highest priority being the L.S. bit through to the lowest priority being the M.S. bit. Therefore if interrupts on priority level 9 are to be prohibited, the user must execute an inclusive OR between the contents of PROHIB and 400_8 . To allow level 9 to interrupt again the user will have to AND PROHIB with 7377.

In writing these routines it has been assumed that the user will turn on the interrupt line before this program goes into the wait state. Also the interrupt service routine should turn the interrupt line back on again after clearing the device flag associated with that interrupt.

Following is a listing of HSIE together with a small program to clarify the use of it.

MODIFICATION TO THE HIGH SPEED INTERRUPT EXECUTIVE ROUTINES

TO

ACCOMMODATE THE POWER FAILURE OPTION

R.L. Steel

The following addition to HSIE will allow automatic shutdown and restart of programs during a power failure.

An additional address (FSET) in location 3 of page zero must be defined.

```
*1  JMP I  .+1
      FIND
      FSET
```

The additional instructions in HSIE occur in the routine labelled SEARCH, the new instructions are:

```
SEARCH,  SPL
          JMP      .+5
          TAD      .+3
          DCA  2    0
          HLT
          JMP  I    Z  3
```

The above instructions are to be inserted before the existing instructions and the label SEARCH is to be relocated.

Note

Modifications listed above are not contained in the tape presently distributed with the program.


```

*1      JMP I      .+1
        FIND
PROHIB, 0
*20     CDT,      0
        CLA CLL
        TAD      .+5
        DTXA
        TAD      .+3
        DTXA
        JMP I      CDT
        200
        CPF,      0
        RPL
        RPM
        RPL
        RPM
        CLA CLL
        JMP I      CPF
REST,   RESTART
*200    CLA CLL
        DCA I      WSPT
        DCA I      KQUE
        DCA      Z PROHIB
        RRB
        PCF
        KCC
        TCF
        DCMA
        JMS      Z CDT
        JMS      Z CPF
        ION
        JMP      .+0
        WSPT,    PSTW
        KQUE,    QUEUE
*400
        KRB
        ION
        TLS
        JMP I Z REST
*600
        TCF
        ION
        JMP I Z REST

PAUSE

```

SKP1=6031

SKP2=6041

SKP3=7000

SKP4=7000

SKP5=7000

SKP6=7000

SKP7=7000

SKP8=7000

SKP9=7000

SKPA=7000

SKPB=7000

SKPC=7000

/
 /WRITTEN BY HIGH SPEED INTERRUPT EXECUTIVE
 / BOB STEEL 5TH JULY 1968

*4000

FIND, DCA SAVEAC /INITIAL PSW STORAGE

RAL

DCA SAVELK

MQA

DCA SAVEMQ

TAD Z 0

DCA SAVEPC

TAD PSTW

/INITIALLY SET PSTW TO ZERO

DCA PSTS

JMP I .+1

SEARCH

PSET,

TAD PSTS

/RESTORE PSW AND RESUME

DCA PSTW

TAD SAVEPC

DCA Z 0

TAD SAVEMQ

MQL

TAD SAVELK

RAR

TAD SAVEAC

IUN

JMP I Z 0

SAVEAC, 0

SAVELK, 0

SAVEMQ, 0

SAVEPC, 0

PSTS, 0

PSTW, 0

QUEUE, 0

RESTART, IUF

CLA CLL

TAD PSTW

/ DETERMINE PRESENT STATUS OF
/MACHINE TO RETRIEVE PSW'S

RAR

SZL

JMP .+3

ISZ RSTATW

JMP .-4

CLA CLL

TAD RSTATW

DCA .+3

/SET UP INSTRUCTIONS FOR RETRIEVING
/OLD PSW'S

TAD RSTATW+1

DCA RSTATW

NOP

DCA RSTATW+2

TAD I RSTATW+2

/RETRIEVE OLD PSW'S

DCA PSTS

ISZ RSTATW+2

TAD I RSTATW+2

DCA SAVEPC

ISZ RSTATW+2

TAD I RSTATW+2

DCA SAVEMQ

ISZ RSTATW+2

TAD I RSTATW+2

DCA SAVELK

	ISZ	RSTATW+2	
	TAJ 1	RSTATW+2	
	DCA	SAVEAC	
	DCA	QUECON	/CLEAR QUEUE COUNTER
	TAJ	QUEUE	/ARE THERE ANY QUEUED INTERRUPTS?
	SNA		
	JMP	FSET	/NO, RESUME WITH LAST STATUS
	RAR		/YES, DETERMINE HIGHEST LEVEL OF
	SZL		/QUEUED INTERRUPT
	JMP	,+3	
	ISZ	QUECON	
	JMP	,=4	
	CLA	CLL	
	DCA	PSTC	/CLEAR PROGRAM STATUS COUNTER
	TAJ	PSTS	/ARE THERE ANY WAITING INTERRUPTS?
	SNA		
	JMP	RPROG	/NO, INITIATE HIGHEST QUEUED INTERRUPT
	RAR		/YES, DETERMINE WHETHER HIGHEST QUEUED
	SZL		/INTERRUPT IS AT A HIGHER LEVEL THAN
	JMP	,+3	/THE WAITING INTERRUPTS
	ISZ	PSTC	
	JMP	,=4	
	TAJ	QUECON	
	CMA	IAC	
	TAJ	PSTC	
	SMA	KLA	
	JMP	RPROG	/QUEUED INTERRUPT > WAITING INTERRUPT,
	JMP	FSET	/INITIATE QUEUED INTERRUPT
			/WAITING INTERRUPT > QUEUED INTERRUPT
			/RESUME WAITING INTERRUPT
RPROG,	TAJ	QUECON	/SET UP JUMP INSTRUCTION TO APPROPRIATE
	TAJ	QUECON+1	/PLACE TO SERVICE QUEUED INTERRUPT
	DCA	,+13	
	TAJ	QUECON	/MASK OUT BIT IN QUEUE
	CMA		
	DCA	QUECON	
	CLL	CML	
	RAL		
	ISZ	QUECON	
	JMP	,=2	
	CMA		
	AND	QUEUE	
	DCA	QUEUE	
	VOP		
RSTATW,	TAJ	PSWDS	
	TAJ	PSWDS	
PSTC,			
QUECON,			
	JMP 1	SIMINT	
SIMINT,	TEST1		
	TEST2		
	TEST3		
	TEST4		
	TEST5		
	TEST6		
	TEST7		
	TEST8		
	TEST9		
	TESTA		

PSWDS.

TESTIC
PSW1
PSW2
PSW3
PSW4
PSW5
PSW6
PSW7
PSW8
PSW9
PSWA
PSWB
PSWC

*4200
STOLD,

```

0
TAD I STOLD /GET PSW STORAGE ADDRESS
ISZ STOLD
DCA ASTPSW
TAD I STOLD /GET PRIORITY LEVEL
MQL
MWA
AND Z PROHIB
SZA
JMP ,+14
TAD I IPSTW /DETERMINE IF PRESENT STATUS > NEW STATUS
SNA
JMP ,+32
CMA IAC
TAD I STOLD
SPA KLA
JMP ,+26
TAD I IQUEUE /PRESENT STATUS > NEW STATUS
MWA /QUEUE NEW STATUS AND CLEAR FLAG
DCA I IQUEUE
TAD I STOLD
ISZ STOLD
CLL
RAR
SEL
JMP ,+3
ISZ IFLAGOF
JMP ,+4
CLA CLL
TAD ASTPSW+1
DCA ,+1
NOP
DCA ,+1
NOP
CLA CLL
TAD IFLAGOF+1
DCA IFLAGOF
JMP I IFSET /RESUME PRESENT STATUS
TAD I IPSTW /NEW STATUS > PRESENT STATUS
DCA I ASTPSW /SAVE PRESENT PSW
ISZ ASTPSW /INITIATE NEW STATUS
TAD I ISAVPC
DCA I ASTPSW
ISZ ASTPSW
TAD I ISAVMQ
DCA I ASTPSW
ISZ ASTPSW
TAD I ISAVLK
DCA I ASTPSW
ISZ ASTPSW
TAD I ISAVAC
DCA I ASTPSW
TAD I STOLD
ISZ STOLD
DCA I IPSTW
JMP I STOLD

```

ASTPSW,

ISAVAC,

TAD I IFLAGOF

SAVEAC

ISAVLK,	SAVELK
ISAVMQ,	SAVEMQ
ISAVPC,	SAVEPC
IPSTW,	PSTW
IFSET,	FSET
IQUEUE,	QUEUE
PSW1,	0
	0
	0
	0
	0
PSW2,	0
	0
	0
	0
	0
PSW3,	0
	0
	0
	0
	0
PSW4,	0
	0
	0
	0
	0
PSW5,	0
	0
	0
	0
	0
PSW6,	0
	0
	0
	0
	0
PSW7,	0
	0
	0
	0
	0
PSW8,	0
	0
	0
	0
	0
PSW9,	0
	0
	0
	0
	0
PSWA,	0
	0
	0
	0
	0
PSWB,	0
	0
	0

PSWC,

0
0
0
0
0
0
0

IFLAGUF,

FLAGOFF
FLAGOFF


```

*4400
SEARCH,      SKP1
              JMP      .+7
TEST1,      JMS I    ISTOLD
              PSW1
              1
              TAD      NPSW
              DCA Z    0
              JMP I    Z 0
              SKP2
              JMP      .+7
TEST2,      JMS I    ISTOLD
              PSW2
              2
              TAD      NPSW+1
              DCA Z    0
              JMP I    Z 0
              SKP3
              JMP      .+7
TEST3,      JMS I    ISTOLD
              PSW3
              4
              TAD      NPSW+2
              DCA Z    0
              JMP I    Z 0
              SKP4
              JMP      .+7
TEST4,      JMS I    ISTOLD
              PSW4
              10
              TAD      NPSW+3
              DCA Z    0
              JMP I    Z 0
              SKP5
              JMP      .+7
TEST5,      JMS I    ISTOLD
              PSW5
              20
              TAD      NPSW+4
              DCA Z    0
              JMP I    Z 0
              SKP6
              JMP      .+7
TEST6,      JMS I    ISTOLD
              PSW6
              40
              TAD      NPSW+5
              DCA Z    0
              JMP I    Z 0
              SKP7
              JMP      .+7
TEST7,      JMS I    ISTOLD
              PSW7
              100
              TAD      NPSW+6
              DCA Z    0
              JMP I    Z 0
              SKP8
              JMP      .+7

```

TEST8,	JMS I	ISTOLD
	PSW8	
	200	
	TAD	NPSW+7
	DCA Z	0
	JMP I	Z 0
	SKD9	
	JMP	,+7
TEST9,	JMS I	ISTOLD
	PSW9	
	400	
	TAD	NPSW+10
	DCA Z	0
	JMP I	Z 0
	SKPA	
	JMP	,+7
TESTA,	JMS I	ISTOLD
	PSWA	
	1000	
	TAD	NPSW+11
	DCA Z	0
	JMP I	Z 0
	SKPB	
	JMP	,+7
TESTB,	JMS I	ISTOLD
	PSWB	
	2000	
	TAD	NPSW+12
	DCA Z	0
	JMP I	Z 0
	SKPC	
	JMP I	,+7
TESTC,	JMS I	ISTOLD
	PSWC	
	4000	
	TAD	NPSW+13
	DCA Z	0
	JMP I	Z 0
	FSET	
ISTOLD,	SIOLD	
NPSW,	400	
	600	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
	0	
FLAGOFF,	ACC	
	TCF	
	0	
	0	
	0	
	0	
	0	
	0	

0
0
0
0

PAUSE

